

WHAT IS CLAIMED IS:

1. A home media server content management and processing system, comprising:
an editing platform running editing software;
a database, contained in the editing platform, to store media producer specified multi-media content;
a set of instructions and data generated by a media producer to assemble an edited program using specified segments of the multi-media content;
a network to distribute the multi-media content, the set of instructions, and the data to home media servers;
a home media server to receive the multi-media content, the set of instructions, and the data from the editing platform via the network, wherein the home media server emulates assembly of the edited program using the multi-media content, the set of instructions and the data, and displays the assembled edited program on a monitor.
2. The home media server content management and processing system according to claim 1, wherein emulating assembly of the edited program includes using data to search a home media server storage medium and the Internet for multi-media content titles specified by the media producer.
3. The home media server content management and processing system according to claim 1, wherein emulating assembly of the edited program includes using data to search, bid for, obtain rights to, schedule, and manage recording of broadcast, on-demand, and other media content.
4. The home media server content management and processing system according to claim 1, wherein the assembled edited program is stored in the home media server.

5. A method of providing home media server content management and processing, comprising:
- selecting, identifying, and storing by a media producer, of multi-media content as files to a storage medium within an editing platform to form files of the multi-media content;
- 5 generating, by the media producer using an editing software program, a set of instructions and data for assembly of an edited program, said edited program including specified segments from the files of the multi-media content;
- assembling the specified segments using the set of instructions and data to form the edited program;
- storing the edited program on the editing platform;
- analyzing, using a software program, endpoint frames of each segment used in the assembly of the edited program, said analysis resulting in analysis data stored on the editing platform;
- distributing said files of the multi-media content, the set of instructions, the data, and the analysis data to a home media server;
- emulating assembly of the edited program by said home media server using the files of the multi-media content, the set of instructions, the data, the analysis data, and a home media server editing program, said assembled edited program being stored in the home media server.
- 20 6. The method according to claim 5, wherein the multi-media content includes movies and music available through downloaded files via the Internet.

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7. The method according to claim 5, wherein identifying of the multi-media content includes assigning titles, said titles stored as title data on the storage medium within the editing platform.
8. The method according to claim 5, wherein the multi-media content is stored as media files on the storage medium within the editing platform.
9. The method according to claim 8, wherein the media files are stored in various media formats, where video is stored as MPEG4 and audio is stored as MP3.
10. The method according to claim 5, wherein distributing of the files of the multi-media content, the set of instructions, the data, and the analysis data is via the Internet.
11. The method according to claim 5, wherein generating the set of instructions for assembly of the edited program includes directing the media server to search, bid for, obtain rights to schedule and manage the recording of broadcast, on-demand, and other media content including at least one of movies, music, games, advertisements, and media processing software modules.
12. The method according to claim 5, wherein generating the data for assembly of the edited program includes specifying by the media producer, using the editing software program, endpoints of specific segments within the files of multi-media content that are used to assemble the edited program, each set of said endpoint segments assigned a segment identification number.
13. The method according to claim 12, wherein specifying by the media producer, using the editing software program, includes using various content recognition algorithms.
14. The method according to claim 12, wherein generating the set of instructions for assembly of the edited program includes manipulating and sequencing of the specified

segments by the media producer using the editing software program, said manipulating including creating and storing a set of manipulation instructions, said sequencing including producing and storing a sequence order.

- 5 15. The method according to claim 14, wherein the manipulation instructions include instructions to effect the segments, and to create transitions between the segments using the editing software program.
16. The method according to claim 14, wherein assembling the segments includes using the sequence order, segment ID numbers, manipulation instructions, and the editing software program to produce the edited program
17. The method according to claim 5, wherein the analysis includes at least one of a fast fourier transform (FFT) of each end point frame to form media producer fast fourier transform (FFT) data, and a decimation of each end point frame to form media producer decimated data .
18. The method according to claim 17, wherein a video frame is represented by a two-dimensional fast fourier transform (FFT), and an audio frame is represented by a one-dimensional fast fourier transform (FFT).
19. The method according to claim 17, wherein emulating assembly of the edited program includes using an analysis software program running on the home media server to perform fast fourier transform (FFT) of each frame of the specified segments from the files of the multi-media content and to compare the home media server fast fourier transform (FFT) to downloaded media producer fast fourier transform (FFT) data, wherein a correlation between the home media server fast fourier transform (FFT) and
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the downloaded media producer fast fourier transform (FFT) data allows the home media server to identify exact segment endpoints used to assemble the edited program.

20. The method according to claim 17, wherein emulating assembly of the edited program includes using an analysis software program running on the home media server to perform a decimation of each frame of the specified segments from the files of the multi-media content to form home media server decimated data and to compare the home media decimated data to downloaded media producer decimated data, wherein a correlation between the home media server decimated data and the downloaded media producer decimated data allows the home media server to identify exact segment endpoints used to assemble the edited program.
21. The method according to claim 7, wherein emulating assembly of the edited program includes using title data to search a home media server storage medium and the Internet for multi-media content titles specified by the media producer.
22. A program code storage device, comprising:
- a machine-readable storage medium; and
 - machine-readable code, stored on the machine-readable storage medium, having instructions to select, identify, and store multi-media content as files to a storage medium within a editing platform,
 - generate a set of instructions and data for assembly of a edited program, said edited program including specified segments from the files of the multi-media content,
 - assemble the specified segments using the set of instructions and the data to form the edited program;

view and store the edited program on the editing platform,
analyze endpoint frames of each segment used in the assembly of the edited program,
said analysis resulting in analysis data stored on the editing platform,
distribute said files of the multi-media content, the set of instructions, the data, and the
analysis data to a home media server, and

cause the home media server to emulate assembly of the edited program by using the files
of the multi-media content, the set of instructions, the data, the analysis data, and a home
media server editing program.

23. The program code storage device according to claim 22, wherein generation of the data
for assembly of the edited program includes specification by the media producer, using
the editing software program, endpoints of specific segments within the files of the multi-
media content that are used to assemble the edited program, each set of said endpoint
segments assigned a segment identification (ID) number.
24. The program code storage device according to claim 23, wherein specification by the
media producer, using the editing software program, includes using various content
recognition algorithms.
25. The program code storage device according to claim 23, wherein generation of the set of
instructions for assembly of the edited program includes manipulating and sequencing of
the specified segments by the media producer using the editing software program, said
manipulation including creating and storing a set of manipulation instructions, said
sequencing including producing and storing a sequence order.

26. The program code storage device according to claim 25, wherein the manipulation instructions include instructions to effect the segments, and to create transitions between the segments using the editing software program.
27. The program code storage device according to claim 25, wherein assembling the segments includes using the sequence order, segment identification (ID) numbers, manipulation instructions, and the editing software program to produce the edited program.
28. The program code storage device according to claim 22, wherein the multi-media content includes movies and music available through downloaded files via the Internet.
29. The program code storage device according to claim 22, wherein identification includes assigning titles, said titles stored as title data on the storage medium within the editing platform.
30. The program code storage device according to claim 22, wherein the multi-media content is stored as media files on the storage medium within the editing platform.
31. The program code storage device according to claim 30, wherein the media files are stored in various media formats, where video is stored as MPEG4 and audio is stored as MP3.
32. The program code storage device according to claim 22, wherein the analysis includes a fast fourier transform (FFT) of each end point frame to form media producer fast fourier transform (FFT) data, or a decimation of each end point frame to form media producer decimated data .

33. The program code storage device according to claim 32, wherein a video frame is represented by a two-dimensional fast fourier transform (FFT), and a audio frame is represented by a one-dimensional fast fourier transform (FFT).
34. The program code storage device according to claim 22, wherein the distribution is via the Internet.
35. The program code storage device according to claim 22, wherein the assembled edited program is viewed real time and stored in the home media server.
36. A program code storage device, comprising:
a machine-readable storage medium; and
machine-readable code, stored on the machine-readable storage medium,
having instructions to
receive from a media producer files of multi-media content, a set of instructions, data, analysis data, and
emulate assembly of an edited program using the files of the multi-media content, the set of instructions, the data, the analysis data, and a home media server editing program, said assembled edited program viewed real-time and stored in the home media server.
37. The program code storage device according to claim 36, wherein emulation of the assembly of the edited program includes using title data to search a home media server storage medium and the Internet for multi-media content titles specified by the media producer.
38. The program code storage device according to claim 36, wherein emulation of the assembly of the edited program includes using title data to search, bid for, obtain rights to, schedule, and manage recording of broadcast, on-demand, and other media content.

39. The program code storage device according to claim 36, wherein the analysis data includes media producer fast fourier transform (FFT) data, and media producer decimated data.
40. The program code storage device according to claim 39, wherein emulation of the assembly of the edited program includes using an analysis software program running on the home media server to perform fast fourier transform (FFT) of each frame of the specified segments from the files of the multi-media content and to compare the home media server fast fourier transform (FFT) to downloaded media producer fast fourier transform (FFT) data, wherein a correlation between the home media server fast fourier transform (FFT) and the downloaded media producer fast fourier transform (FFT) data allows the home media server to identify exact segment endpoints used to assemble the edited program.
41. The program code storage device according to claim 39, wherein emulating assembly of the edited program includes using an analysis software program running on the home media server to perform a decimation of each frame of the specified segments from the files of the multi-media content to form home media server decimated data and to compare the home media decimated data to downloaded media producer decimated data, wherein a correlation between the home media server decimated data and the downloaded media producer decimated data allows the home media server to identify exact segment endpoints used to assemble the edited program.